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# Z\*NET ATARI ONLINE MAGAZINE

November 2, 1990

Issue #544

Publisher/Editor : Ron Kovacs  
Z\*Net New Zealand: Jon Clarke  
Z\*Net Canada: Terry Schreiber  
Z\*Net Germany: Mike Schuetz

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## EDITORS DESK

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by Ron Kovacs

Election Day is next week! VOTE!!!!

FNET is alive and well and so is the Z\*Net Conference. If your FoReM system is interested in participating in the conference, send us a message, Node 593 and tell us you want to join. The conference code is: 20448 and the lead node is 593.

Currently, we are direct connecting with three popular BBS systems. Hologram Inc. Node 133, FoReM Support Full Moon: Node 204 and Node 500: Battlezone.

There are a few routing pains taking place due to some minor problems, but you can easily pick up the Z\*Net base on over 20 BBS systems which will be listed next week. Please support the Z\*Net systems since they are footing telephone costs to get you the latest issues that are sent out every Friday evening.

The Z\*Net BBS number is: (908) 968-8148 - 1200/2400 baud, 24 hours!

## Z\*NET NEWSWIRE

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#### COMMODORE POSTS EARNINGS

Commodore announced earnings this week of \$7.0 million, or \$.22 per share on sales of \$200.3 million for the first fiscal quarter ended Sept. 30, 1990. This compares with a loss of \$6.5 million, or \$.20 per share on sales of \$165.3 million in the year-ago. Net sales for the quarter increased by 21 percent, attributable to a 50 percent growth in unit sales of the Amiga product line and to favorable exchange rates of major European currencies.

#### MEDIAGENIC SELLS

Mediagenic announced that it has reached an agreement in principle with a group led by EGL Holdings to sell ZSoft Corporation, a wholly owned subsidiary of Mediagenic. Mediagenic will continue to manufacture and distribute ZSoft products for a period to be negotiated. Mediagenic and EGL are expected to complete the transaction by the end of November.

#### SIERRA ON-LINE BEGINS TESTING

Sierra On-Line announced late this week that it has commenced testing of a new multi-player game technology. Sierra is in the process of testing a prototype product in the Los Angeles area with nearly 1,000 volunteer testers. Each of the testers has signed a nondisclosure agreement.

#### NINTENDO CHALLENGED

Macronix, a small California company said this week it had found a chink in the protective wall Nintendo has built around its video game systems. Macronix stated that court documents filed by Nintendo in a patent infringement suit with another company granted three U.S. companies "tacit approval" to sell non-licensed game cartridges for use on the Nintendo system. In that filing, Nintendo listed the products of Macronix and two other companies as examples of ways the Nintendo system could be used without violating its security patents. Nintendo stated in the filing that, "Atari asserts in its motion that "Nintendo has sold a product - the NES control deck - that cannot be used without practicing the patented process or combination, Atari knows this is untrue. Nintendo and Atari both are aware of game cartridges that will operate in the Nintendo control deck without violating the 635 patent." Macronix's general manager said Nintendo's admission was "incredibly significant" for Macronix and the video game industry as a whole.

#### MONITERM NEW RELEASE

Moniterm will be showing its new Viking Gold series at COMDEX. The Viking Gold series is a full line of high-res, large-screen PC (including Windows 3.0) and Macintosh monochrome, grayscale, and color monitors.

#### Z\*NET GERMANY

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by Michael Schuetz

#### ATARI GERMANY CUTS DEAL WITH SOVIET UNION

Atari Germany announced the closure of a very important business deal: The German branch of the American computer company succeeded in the matter of of a very important order against strong Asian computer competition.

Atari obtained the contract for one of the biggest educational orders, ever placed by the Soviet Union so far. The Youth Computer Centre of Eriwan invests more than DM 100.000 (approx. US\$ 65.000) for Atari Computer systems together with the necessary peripherals and software packages. In this free educational facility young Soviet students are computer orientated trained for their future computer related professions.

Two thirds of the Atari shipment consists of Atari ST systems while the rest are PCs and other peripheral hardware devices. Due to this very flexible and versatile range of application, the Atari ST is the ideal computer for this kind of training. This was the decisive factor against the strong competition from the Far East.

The order was placed by the president of the science academy of the Soviet Union, Abel Aganbegyan. Atari Germany has maintained good business relations with the Soviet Union for a long time. This latest important order is another sign that proves how promising the new Eastern Europe markets are especially for Atari.

#### ATARI IN THE FORMER DDR: BUILD UP DISTRIBUTION IS ON SCHEDULE

The development of the Atari distribution logistic in the new Eastern part of the Federal Republic of Germany is well under way. Everything works exactly as it was planned. The first aim that Atari Germany had set before opening its new subsidiary in Weimar this May, has now been reached: Half of the area that used to be East Germany is now supplied with qualified Atari dealers.

About 30 dealers were contracted by Atari so far. All these new German dealers were trained and prepared extensively for their new business tasks. Atari Germany was pleased about the professionalism of the new partners. The company looks forward to effective and fruitful cooperation in the future.

The second step that Atari Germany is working on right now, is to fully close the small still existing gap in its Eastern German distribution network. After this has been accomplished Atari will divide the area that used to be East Germany into two sales areas (north and South). The South part will cover the two new Bundeslaender Thueringen and Sachsen.

CHICAGO ATARIFEST V2.0 UPDATE  
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Press Release

Lake County Atari Computer Enthusiasts are happy to welcome exhibitors SKWare One (Sterling K. Webb), Mega Type software, and User Group (\*9\* in all!), STar (Ed Baker). To the Nov. 11th Chicago AtariFest.

AtariFest will be held at the American Legion Gurnee Post located at W. Grand and Il. Rt. 21 (just 1 mile east of I-94 and the "Great America" theme park). The show will open to the public at 10:00 AM and will run until 4:00 PM. General admission will be \$3.00 at the door. Children under 6 will be admitted free with a paying adult.

All paid admissions will have a chance at one of several valuable door prizes to be awarded at various times during the day. For general show information, please contact LCACE at P.O. Box 8788, Waukegan, IL 60079-8788. A special show message base is available on the Python BBS, (708) 680-5105 300/1200/2400 24hrs.

>>>>> Seminar Schedule <<<<<<

10:30 AM - DataQue T816 8-bit Accelerator Demo.  
8-bit extended memory programming techniques

11:15 AM - Codehead Software Product Demo - Q&A Session

The above seminars will be held in the American Legion "Canteen" adjoining the exhibit areas. After the seminars, we are promised that the Bears - Falcons game will be on TV in this area during the afternoon, so...no excuse for you Bears fans to not make the show!

>>>>> Exhibitors/Developers <<<<<<<<

CodeHead Software	DataQue Products
D.A. Brumleve	M-S Designs
Reeve Software	Atari Interface Magazine
Atari Portable Ent. Magazine	ICD, Inc.
Compuserve Information Service	WizWorks!
GENie	Closer To Home Software
Mega Type Software	SKWare One

>>>>>> Vendors/Dealers <<<<<<<<<<

Mars Merchandising	Computer Cellar
Paper Express	H and H Direct
Kolputer Systems	CSA Limited
Apple Annie	

>>>>>>> User Groups <<<<<<<<<

L.C.A.C.E.	S.C.A.T.
MilAtari	M.A.S.T
G.C.A.C.E.	R.A.C.C.
L.A.U.G.	T.U.G.
STar	

Z\*MAGAZINE ARCHIVES  
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OCTOBER 1988

====Sam Tramiel Conference=>

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% The ATARI President Sam Tram conference is beginning  
Your moderator is Job 11 SYSOP-Ron

(SYSOP-Ron) Hello everyone.... Tonights special CONFERENCE with Sam  
Tramiel, the President of ATARI Corp., will begin in just a few seconds.  
To ask Sam a Question, you must type /QUE to get into the queue. I'll  
recognize the next person in line one at a time. Please keep your  
questions simple and ask only one question at a time. Mark Jansen of  
ATARI will be typing for Sam tonight. Does Sam have any opening  
statement before we open the floor for questions? (ga Mark)

(Sam Tramiel @ Atari) Sorry for not being available last Monday night.  
There was a conflict with a Jewish holy day. There is another Jewish  
holy day today but I dared not do it again. :-) So here we are.

(SYSOP-Ron) thx Sam. We all appreciate you showing up here to answer  
some very nagging questions. okay first user.

(Mark Woolworth) I really dont want to start out on a negative point,  
but here goes. I was one of the people that was demonstrating the new  
machines at the fall COMDEX show last year, and most of these machines  
were promised for sometime this year. At least at the present point I  
have not seen any of these machines released. What is the status on  
them, and when will they be out in the United States?

(Sam Tramiel @ Atari) You were clever not to mention the model names.  
At present I think that we are shipping all the models in Europe, even  
the Abaq, to developers. We will start shipping in earnest to the US  
market in early 1989, including the st and the line of pc compatibles  
and our new members of the ST family. The Abaq is now called the ATW  
(Atari work Station) ga

(RICHARD MATAKA) Hello Sam...first of all, i want to congratulate you  
and your sons and others who have resurrected Atari from an almost  
certain death....but, I am still somewhat questioning the support from  
Atari US. As you know, there are only a few US publications supporting  
the ST. Now Compute ST has decided to no longer publish and with the  
questionable support from Atari, Word Perf Corp seems to have put their  
product development on hold. Also other software 3rd party companies  
are not supporting the ST. How will you convince these companies and  
others who may start a company to support the ST? What kind of  
incentives will you be offering or will you just let everything come out  
of Europe which is where the current bulk of ST support is based?

(Sam Tramiel @ Atari) Thank you for the fine complement regarding my  
sons but they are only 7 and 4 years old respectively. I am the son of  
Jack Tramiel and Leonard and Gary are my brothers. I am as frustrated  
as you are and probably more so. The present problem is that the dram  
problem is causing us great delivery problems and we can not keep up  
with the demand in Europe and other parts of the world. We just signed  
a major deal with a big Dram supplier and the situation will get better  
I hope in early 1989. We will and do support developers all over the  
world and suggest that US developers learn how to export which would  
help themselves and the economy. I am sorry to see Compute drop the ST  
mag but I hope that they will revisit the issue when they see tens of  
thousands ST's sold monthly in the US.

Last month I was in Germany for the Annual Atari Fair in Dusseldorf.  
It was incredible, over 30,000 over the weekend. ga

(RICHARD MATAKA) Sam, i appreciate your answer but while the support in Europe,(I agree), is great, here it is another story. As you may or may not know, I was an author for ST XPress for about a year writing Critics Corner and the public view of Atari support is quite contrasting to Atari's version. How will you and Atari hope to change this US view of your marketing strategy so that support will be forthcoming for the Atari computer products?.....ga

(Sam Tramiel @ Atari) Right now we do not really have a major marketing thrust as you know. However, we do think that we have user support and good in house people at Atari US that are more than willing to help.

(RICHARD MATAKA) Sam, I think that that maybe where your main problem is user support is excellent however, development support is very very

(Sam Tramiel @ Atari) with almost any problem. WE definitely plan to bring in software from Europe but "development support is very very... what?"

(RICHARD MATAKA) strained..and it is the development people that you have to win over if you are going to be a serious computer competitor in the US.

(Sam Tramiel @ Atari) We are not strained, and are happy to help anyone. I am sure once we are selling large quantities in the US, any strains that exist will disappear.

(Sam Tramiel @ Atari) In the meanwhile, export to Europe. We do, and we like it! :-)

(charles medley) OK.... I have 3 questions.

- 1) What is REALLY in the NEW TOS.
- 2) What is the final news on the 68030 TT? Can a MEGA be used for it.
- 3) What is the fate of the 68030 box?

(Sam Tramiel @ Atari) We have already published the details of new TOS to developers and will do so for the rest of the users when it is released. We are working on the TT, and hope to show it in early '89.

(Michael Lynch) Do you have any plans for an IBM 286 board for the ST line?

(Sam Tramiel @ Atari) No.

(Steve Mortimer/NNQ) Many developers and dealers are not going to support the ST anymore or are on the brink of that decision. It is essential to retain what support we have left. Will you consider advertising to increase awareness till the "big push" or sign up a national computer chain stocked with a few STs diverted from Europe?

(Sam Tramiel @ Atari) We feel that advertising without product availability is helpful in selling our competitors' machines, and therefore, will just waste money. As far as a national computer chain is concerned, we are already diverting machines to the US and ship them to our few but loyal ST dealers. ga

(=Bandit= (tm)) BALLPARK Date/Price of new TOS ROMS to USERS? Who is Neil's replacement?

(Sam Tramiel @ Atari) Date: early 1989, depending on ROM deliveries...  
Price - Reasonable.

(SYSOP-Ron) C'mon Sam. "Reasonable"???? How about a price range?

(Sam Tramiel @ Atari) You know that we are always reasonable, Ron.

(Ed Waldorph) There has been much talk from dealers and former dealers and employees about the difficulty of making a business selling the ST line in the U.S.. Much criticism has been leveled at Atari for lack of dealer support. There is some indication that the situation is changing but in this entire forum only one dealer has spoken out to defend the company.

What is Atari doing to increase its dealer support? How are you going to increase the dealer base? Have you considered setting up a section for dealers here or over at Genie so they can talk directly to Marketing and Service and among themselves, and encouraging them to use it?

(Sam Tramiel @ Atari) We already have a system for Service Centers, Sales Reps, and dealers, run from Sunnyvale.

(Rex Reade) Sam, Why was Mike Dendo [VP-SALES] telling people in Michigan that Atari HAD 3 soft quarters and needed strong 4th to survive!

(Sam Tramiel @ Atari) We just had three RECORD quarters, and I am sure that someone misquoted Mike.

(Bob Dolson) Why don't you provide an easier upgrade path for memory, drives, etc, so that the 'poor' owners of 520 STFM's for instance would find it easier to get double sided drives, and more memory?

(Sam Tramiel @ Atari) It is a trade off between cost and upgradability. Adding the upgradability will increase the cost of every unit.

(Joe Fowler) Mr. Tramiel. We heard a lot about the ST tonight. I would like to know what future plans Atari has for the 8 bit line of machines, the best made on the market?

(Sam Tramiel @ Atari) We agree that the Atari 8-bit line is the best available. However, the US market seems to want more powerful machines. We are selling many tens of thousands of the XE/XL line in Europe, and in the middle east, and in Latin America. We are trying to push the XE Game System in the US, as a computer and a game for the same price as the Nintendo, with an exercise mat. (i.e. \$149)

(edward giertuga) You folks make a beautiful machine, but your marketing strategy is scaring the heck out of me. Have you read David Small's message (#111539) regarding Neil Harris' resignation? It's worth reading. Any comments?

(Sam Tramiel @ Atari) By the way, there is now a fifty dollar rebate on the XE Game machine. To be honest, I have not read David Small's message, but I

The conference is ending due to a system shutdown.

(Ed) At this point, CompuServe ended the conference via an unwanted shutdown of the area. After a short pause and minor confusion, the conference restarted and continued)

(Dave Groves) could Sam answer Ed's query? ga

(Sam Tramiel @ Atari) As I was saying before that "glitch" I wish Neil a lot of success in his new job it was a pleasure to work with him over the years that I have known him.

(SHAWN SMILEY) Are you planning to make any additions to the ST like stereo sound and speech synthesis?

(Sam Tramiel @ Atari) No comment. Sorry, but we do not want to promise new things until they are ready.

(tc) What about the portable ST? Fact or fiction? ga

(Sam Tramiel @ Atari) Fact. We are working on it, and will ship it as soon as it is ready.

(Steve Mortimer) Do you foresee any major changes at Atari or the ST market in the near future? This includes the possibility of a revamped ST based on new technology like the 68020/30 while remaining ST compatible?

(Sam Tramiel @ Atari) I hope so...we plan for Atari to be number two or number three in the world personal computer market and we hope to make the ST one of the standard machines in the US during 1989.

(Steve Mortimer) Any specific plans to achieve that goal?

(Sam Tramiel @ Atari) I would prefer not to comment on details of future ST or TT machines at present.

(SYSOP-Ron) I would like to apologize, But I just have been informed by Sam T. That he has to leave in 5 minutes. He is willing to reschedule another CONFERENCE in the (near) future. So Since we have so many unanswered questions. I dont know if it would be fair to all concerned to let 1 or 2 more go, so I'll just end it here. Would Sam like to make some general closing comments in his last few minutes?

(Sam Tramiel @ Atari) Closing comments: I appreciate the support of all of you, and I really hope that in 1989, you will not be such a minority in the US personal computer world. It is a pleasure to see Atari so successful in Europe and I'm sure that with more DRAM as we expect in '89, we will be able to be successful in the US as well. Good night.

(SYSOP-Ron) I'll throw the CO facility open to all folks....

% The conference has ended Thank you for attending

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BBS EXPRESS! ST UPDATE  
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BBS Express! ST is evolving... If you'd like to help shape it, join us on the Support Boards now! Here's the details for future and existing purchasers of the program:

To UPGRADE

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A yearly subscription fee of \$25 entitles you to receive unlimited updates to the program via any of our official support BBS's, of which there are 3, at present. If you prefer, you can update via US mail, with a limit of 3 mail upgrades per year. Either way, you have to be a valid registered owner of the ICD version of Express.

To Purchase NEW

-----  
The price is still \$79.95 (cheap!). Simply send us your check or money order to the address below, and we'll send you the most current version available on receipt of order. To add a year's subscription to the unlimited upgrade program (described above), add \$15 to your remittance. The discounted price on the support subscription only applies at time of order. Send check or money order made out to "T2 Ltd." Here's the address:

T2 Ltd.  
Attn: Heidi Taylor  
17394 Valencia Ave., #54  
Fontana, CA. 92335

Further information can be obtained via voice or modem:

T2 Ltd BBS Express! Support 714-357-6806 (PC Pursuit "CACOL" node)  
Voice (9am-5pm Pacific) 714-355-5969

A partial list of new features available currently, by category, follows:

Message Bases

- 
- o Messages read by the addressee shows \*Received\* in header.
  - o BBS asks user if they want to post before proceeding to next base on a QuickScan (unless Continuous Scroll is ON).
  - o User Query: "Change Message Title?" when a user replies to a post.
  - o Auto-Paging (when not in Continuous Scroll Mode.)
  - o Added read commands include: Jump to Msg, Goto Last, Gosub Number x, BackUp One Msg '- '.
  - o More key substitutes (ie SPACE key or RETURN key advances to next msg, 'X' or 'Q' key to Quit...)
  - o Extra Help screen in read modes.

Message Editor

- 
- o New "Slash Command": /T for title change in editor.

E-Mail

- 
- o System Auto-Deletes old Mail after a reply is posted.

Files

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- o An all-new "FileScan" has been added as an option when the user presses [B]rowse Files. Selecting this option causes the BBS to go through each file SIG (that the user has access to) and display new files since their last logon.

#### Script

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- o A new parameter has been made available for the VIEW function; now you can call a file with ampersand variable processing OFF or ON.
- o A new way of detecting whether a user is a >>Quick Entry<< or remote caller has been added.

#### START ONLINE SURVEY

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Published in the October 1990 issue of START magazine.

#### READER SURVEY RESULTS

In the May 1990 issue we asked you to tell us who you are, how you use your ST and what you would like to see in START. We had an overwhelming response, including many detailed letters. We've read all your comments, tabulated your preferences and made some decisions about the editorial direction of the magazine. We now present a profile of the START reader and a blueprint for the new START magazine.

First, we want to say thank you to all the people who took the time to fill out the survey and send us kudos and criticisms. Second, we want to say that we analyzed your responses carefully and paid special attention to your likes and dislikes. You obviously know what you want from START, which makes it easy for us to tailor the editorial content. Over the next few months watch for changes in START, changes you suggested.

The most frequent request we received was for more -- more articles, more programs, more reviews, more tutorials, more new products. We're happy to announce that START has grown. From now on we'll publish 124 pages each month, and we're expanding our coverage to encompass new Atari products -- the Portfolio, TT, Stacy and Lynx -- as well as the ST's forerunner, the 8-bit machines.

We're also packing more into the pages we have. Last month the expanded "Products Update" debuted, along with the buyer's guide list of available commercial software. You've made it clear that what you want is information on tools to help you better use your ST. You've chosen the best personal computer value on the market -- power without the price, as Atari brags -- and you look to START to help you boost that power.

#### THE START READER

The typical START reader is a 40-year-old male subscriber, earning \$36,000 a year. He bought his Atari computer -- a 1040ST with a double-

sided drive and a color monitor -- for his personal use and considers himself an intermediate user. A dot-matrix printer and a modem are part of his setup, and he either owns or is considering buying a PC emulator and a memory upgrade. He's isolated from his peers; he doesn't belong to a user group or dial bulletin boards. He uses his ST for word processing, game playing, desktop publishing and MIDI applications.

In general he's satisfied with START's coverage, but, of course, would like to see a thicker magazine, especially more hints and tips and hardware and software reviews. He thinks the way to improve the disk is to publish more utilities, product demos and public domain software.

#### THE NEW START MAGAZINE

What you want is what you get. The new START magazine will continue to focus on products and productivity, and we'll be adding features that will give you more understanding and control of your machine. For example, the START Bookshelf and a glossary will accompany all Getting Started lessons, like this month's on desktop video. At your request, the reviews will become more critical, and we will run more comparisons. We're re-publishing popular, time-tested programs, START Classics, so that every new user has access to the best ST tools.

Furthermore, we're announcing a new department, User Interface, wherein you, the readers, will share with each other hints and tips on applications, ask for help and information, and exchange all the power-user tricks you've learned over the years. The greatest resource within the Atari community is the users, and START is pleased to provide a forum for them. Write to START User Interface, 544 Second St., San Francisco, CA 94107.

In the November 1990 issue are the first columns from two contributing editors. Dan Fruchey will handle the extremely popular applications of word processing and desktop publishing. Former editor Andrew Reese, whose interests lie in graphics and multimedia, will expand our Cyber Corner coverage to encompass all aspects of the cyber arts, such as animation, rendering and computer-aided design.

Ex-Atari employee Christopher Roberts also joins our list of contributing editors, taking on the duties of telecommunications guru. Not only will he lead you through the information maze available via modem, he'll also research the best public domain and shareware programs, which will be published on your START disk.

In addition to the public domain programs, the START disk will include demos of new products, something which has proved very popular for the British magazines. And we will hunt for the best utilities available for the ST and publish them. As you told us, productivity is important to you. Soon we'll be giving you a larger disk. After dropping the double-sided Heidi format, we vowed to find a more accessible, problem-free way to format the disk.

In the end we decided on the most basic format of all. Beginning with the January 1991 issue, the START disk will be straight double-sided, with only the largest files ARCD. We're announcing this early so that the 10 percent of our readers with access to only a single-sided drive can upgrade their system or find access to a double-sided system.

#### WHY DID WE ASK THAT?

We asked some survey questions in order to gauge your feelings about certain ideas raised by readers. Based on your answers, we've decided to 1) get a Delphi account; 2) closely track the TT and provide coverage when it sees general release; 3) publish more monochrome games; and 4) keep the program documentation in the magazine.

Your answer to the most significant question we asked, about your preference for a disk or non-disk subscription, was surprising. Almost half of you were interested in a non-disk subscription. Antic Publishing is currently analyzing the cost and mechanics of splitting our subscription list.

#### THE 1990 START READER SURVEY

- 1) How many people read your copy of START magazine?  
We're pleased to see that you share your magazine; about 1.5 people read each copy.
- 2) Do you subscribe?  
Yes 77.4%  
No 22.6%
- 3) If you don't subscribe, why?  
Several people checked more than one reason. The most frequently cited explanation, given by 33.7 percent, is that you want a non-disk version. Preferring to see the contents before buying was picked by 25.9 percent; 21.2 percent don't subscribe due to the price; and 19.2 percent find START easy to buy from their local retailer.
- 4) Would you buy a non-disk subscription?  
Yes 48.7%  
No 51.3%
- 5) Are you male or female?  
Male 95.3%  
Female 4.7%
- 6) What is your age? The average age is 40 years old.  
Less than 20 years old = 4.6%  
20 to 25 years old = 7.4%  
26 to 35 years old = 26.4%  
36 to 40 years old = 19.4%  
41 to 50 years old = 24.6%  
51 to 60 years old = 10.4%  
Over 60 years old = 7.2%
- 7) What is your income? The average income is \$36,000.  
\$0 to \$19,999 = 17.5%  
\$20,000 to \$29,999 = 19.5%  
\$30,000 to \$39,999 = 21.5%  
\$40,000 to \$49,999 = 16.7%  
\$50,000 or more = 24.8%
- 8) Do you belong to a user group?  
Yes 33.6%  
No 66.4%
- 9) What BBSs do you use?  
Only 42.7 percent of you have an account with an on-line service; 57.3 percent don't use them. Many people are heavy

telecommunications users, with 34.8 percent of those with accounts subscribing to more than one BBS. Of the people who subscribe to on-line services, 64.9 percent use GEnie, 50.8 percent use CompuServe, 12.7 percent use Delphi, 1.0 percent use BIX, and 16.7 percent use a specialized service. The specialized services run the gamut from local BBSs to national databases like Dow Jones, Prodigy and Knowledge Index.

10) Do you use your ST for business or personal use?

business 3.2%  
personal 58.8%  
both 38.0%

11) How many people use your ST?

On the average, at least one other person uses the respondent's ST.

12) What system do you own?

Only a small percentage, 15.9 percent, have installed TOS 1.4 in their machine.

520ST with 512K RAM = 11.1%  
520ST with 1MB RAM = 12.3%  
520ST with 2MB RAM = 3.8%  
520ST with 4MB RAM = 1.2%  
1040ST with 1MB RAM = 47.4%  
1040ST with 2MB RAM = 4.5%  
1040ST with 4MB RAM = 2.0%  
Mega with 2MB RAM = 6.9%  
Mega with 4MB RAM = 10.8%

13) How many disk drives do you own?

The majority of the people have bought an extra disk drive; 50.1 percent own multiple disk drives, at least one of which is a double-sided drive. The next largest category is of one double-sided-drive owners, 40.0 percent. About 10 percent indicated they have only a single-sided drive; 8.5 percent have one and 1.4 percent have multiple single-sided drives.

14) How many monitors do you own?

one color monitor 51.1%  
multiple color monitors 1.9%  
one monochrome monitor 9.7%  
multiple monochrome monitors 0.7%  
at least one of each 36.6%

15) I own: Will buy:

90.0%	4.7%	a dot-matrix printer
5.6%	11.6%	an Atari laser printer
66.1%	14.9%	a modem
43.1%	21.3%	a fixed hard drive
5.7%	26.1%	a removable hard drive
1.0%	7.4%	a tape backup
12.9%	19.3%	a Mac emulator
26.0%	23.6%	a PC emulator
28.9%	9.6%	MIDI equipment
25.7%	29.0%	a memory upgrade
11.3%	8.7%	another ST
0.3%	22.4%	a TT
0.6%	10.0%	an STE
0.3%	14.7%	a Stacy

1.1%	2.9%	a Portfolio
15.7%	6.4%	a non-Atari computer
42.0%	16.9%	a CD player
79.9%	5.8%	a VCR

16) Please list, from most frequent (1) to least frequent (14), the things for which you use your ST.

For reasons of space, we're listing the first three choices only.

	1	2	3
computer-aided design	1.9%	2.7%	3.1%
databases	4.5%	8.3%	9.7%
desktop publishing	8.6%	8.8%	10.0%
drawing/graphics	3.8%	6.2%	8.3%
education	1.6%	2.9%	6.8%
games	15.5%	11.2%	11.5%
home finance	4.1%	9.5%	7.3%
Mac/PC emulation	1.6%	2.7%	3.1%
music/MIDI	7.6%	2.4%	4.2%
programming	6.1%	4.2%	5.3%
spreadsheets/business	4.7%	5.4%	7.8%
telecommunications	7.3%	10.0%	10.7%
word processing	32.8%	24.5%	11.7%
other	0.4%	0.8%	0.5%

17) What level of computer user are you?

beginner	11.3%
intermediate	62.9%
advanced	25.8%

18) I think the START articles are:

simplistic	12.9%
informative	73.3%
too technical	2.9%
easy to read	66.3%
hard to read	1.6%
too short	18.1%
just right	58.1%
too long	0.9%

19) I think the START reviews are:

incomplete	14.0%
comprehensive	24.6%
helpful when buying products	79.9%

20) I think the START programs are:

useful	52.6%
limited	34.4%
fun	22.9%
interesting	45.3%
better left un-ARCD	9.6%

21) Do you want the program documentation removed from the magazine and put on disk?

Yes	28.7%
No	71.3%

22) I want START to devote magazine space to the following:

More	Less	Same	
46.9%	3.3%	48.7%	Atari news

29.6%	16.6%	50.1%	beginner tutorials
40.6%	13.9%	41.0%	business applications
32.1%	15.7%	46.0%	CAD/graphics
23.6%	29.3%	41.9%	children's educational products
43.1%	8.3%	45.7%	desktop publishing
14.4%	19.3%	60.7%	events calendar
21.1%	26.4%	41.6%	game reviews
30.6%	10.4%	54.1%	general computer issues
57.1%	7.0%	32.9%	hardware how-tos
55.0%	1.4%	38.9%	hardware reviews
74.0%	1.4%	22.3%	hints and tips on applications
27.3%	18.9%	49.4%	Mac & PC emulation
20.0%	29.1%	39.4%	MIDI/music applications
50.6%	1.0%	36.9%	new product notices
22.6%	15.3%	50.6%	opinion
10.6%	37.3%	39.7%	people/company profiles
34.7%	19.7%	34.7%	programming tutorials
47.9%	6.9%	34.3%	public domain software
18.6%	7.9%	62.4%	reader mail
30.4%	6.0%	49.7%	reference books
51.0%	1.9%	36.4%	software reviews
35.9%	10.3%	41.9%	technical material
23.3%	12.4%	50.7%	telecommunications and BBSs
22.6%	13.9%	51.4%	trade show news
36.7%	12.0%	41.4%	TT, Stacy and Portfolio

23) I want the START disk to include the following:

More	Less	Same	
37.3%	11.7%	37.4%	business/finance
23.6%	31.3%	32.7%	children's programs
34.1%	12.6%	40.0%	database programs
27.0%	25.6%	36.1%	games
41.7%	13.4%	32.7	graphics/CAD
24.0%	13.7%	45.0%	indexes (like Softguide)
29.4%	20.1%	37.4%	math/statistics packages
24.6%	28.9%	33.7%	music/MIDI
49.1%	13.0%	25.7%	new product demos
40.0%	18.1%	28.4%	programming tools
49.0%	9.9%	30.9%	public domain software
33.4%	16.1%	34.7%	scientific applications
17.4%	36.2%	31.9%	source code
27.6%	15.6%	42.7%	telecommunications
69.0%	3.7%	18.1%	utilities
32.4%	10.7%	43.7%	word processing

## KUDOS AND CRITICISM

As we mentioned before, some of you included detailed letters with your surveys. Here's a sampling of your comments:

"I feel the issues of March, April and May 1990 are the best string of issues I have seen -- and I have been a subscriber since issue two."

"It sure would be nice if you could somehow get companies to provide you with demos of their games, so that you could include them on your disk."

"I don't want less of anything. I rely on START for all my info and mail order advertisers."

"It looks like you guys are dying. Dying from lack of ideas, lack of craft, lack of pride."

"How about picking up the ST-XPRESS archives for us to buy? Same with Compute ST and ST Log or any other magazines that went down."

"Another article idea is to do a comparison of the various commercial telecom services available. Don't forget to list the amount and quality of Atari support available."

"One problem I do have about the magazine is the lack of software on disk for monochrome monitors, especially games."

"In the past you have failed to update useful software (like CardStack) but have updated Slither."

"Reviews do not seem to cover all products in a category, but are complete on those they cover."

"Publish a special issue that has all the hardware and software reviews for that year."

"I've never seen such support in any other industry. The people who run your organization by phone are by far superior to those in any business that I've dealt with."

"Your current publication doesn't compare well with the very helpful, more technical and tutorial version provided during the first year or two of publication."

"I'd also like to see more artwork and pictures at the start of each article."

"You need more nuts and bolts type writing. Start with regular columns on programming in C, GFA BASIC or ST BASIC."

"Shoot Small."

"I eat up anything Dave Small writes. More!"

"Being a slick, color magazine, your deadlines are too far ahead to be any good at trade shows, news, etc."

"Have you ever considered starting a software club, a la the book- of- the-month clubs? Such things exist in England."

"I would rather see a few good quality programs instead of a lot of useless junk."

"Bag the source code."

"Just be sure to include at least one good game on every disk."

"I'm glad you dropped the Heidi format."

"Bring Heidi back -- had no problems."

"I'd like to see a double-sided disk with programs and support files un-ARCD."



"More cyber articles."

"I am a rank beginner in using my Atari 1040ST. Most of the articles in your magazine are way over my head."

"START lacks meat most of the time. Is it because START is for the new ST owner?"

"You do a fine job considering the broad type of readers."

"I have yet to find a START article I didn't enjoy and I have learned a lot."

#### STE GAME UPDATE

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by Ken Newman

The following is a list of games that don't work on the Atari STe (TOS 1.6) as of Summer/Fall 90. The list was originally published in the British magazine ST Action, but I've amended it slightly. Several games they said didn't work actually do work, such as the Falcon Mission Disk (I tried it - no problems). They might have used a 520STe, which is only available in Europe. I used a 1040STe.

TOS 1.4/1.6 might use more RAM, so things that barely fit in an old 520 might not fit in a 520STe. Most games that don't work with 1.6 also don't work with 1.4; the big changes happened with 1.4. I only tested a couple games on 1.4. Those remaining from the original list I have either verified myself or didn't have the game to test.

#### 3D Pool

Beyond the Ice Palace

Captain Blood \* +

Carrier Command

Conflict Europe

Dark Side

Defender of the Crown \*

F16 Combat Pilot

Ghouls 'n' Ghosts

Heroes of the Lance \* +

Hound of Shadow

Karate Kid 2

Kick Off

License to Kill

Menace \*

Microprose Soccer

Mr. Heli

New Zealand Story

Ninja Warriors

Operation Wolf

Overlander

Paperboy

Populous

Rick Dangerous

Star Wars

Time Scanner

Times of Lore  
Total Eclipse  
TV Sports Football  
Waterloo  
Winter Games  
Weird Dreams

\* = verified myself      + = doesn't work in 1.4 (verified myself)

Z\*NET CANADA

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by Terry Schreiber

News and Views

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### Pirate Bulletin Boards

I am writing this as Vancouver becomes temporary home to yet another pirate BBS system. We all know about these systems, the ones where the sysop feels he is making friends by stealing someone else's work and mass distributing it to all. "Hey, give my board a call for all the latest wares!"

These are the people that couldn't make it as a public domain board and are ripping off other people. These systems cost all of us in software prices and support. The System operators justify it by quoting the high price of software as the cause. I really can't see that being justification for an endless distribution of copyrighted material, hell for that matter it is as legal as stealing your neighbour's stereo from his locked car.

If it sounds as if I am a little peeved well your right. One system was charging for access, not only did he steal someone elses property but was also selling it to others.

When will it sink into people's heads that piracy is a crime with a punishment that makes driving without a driver's license look like a hand slap.

To add insult to injury I personally sold one of the operators his BBS program with a warning at that time. Well that's it Pirates - No more warnings! Your BBS numbers will be posted on other BBS systems with a full explanation of what is transpiring as well as being turned over to the proper authorities.

How do we fight Piracy? The same way we fight any other organized crime, and Pirate BBSes are organized. The average system can carry as much as \$30,000 or more in retail value of software. In effect this is grand theft and should be treated as such.

Editors Note: There are captures we have of many systems that are practicing piracy. These captures will be forwarded to Atari developers and also the proper authorities. After some period of time yet to be decided, we are going to name and produce these captures with hope of stopping some of these systems. If you know of a BBS pirating software,

please make it public knowledge so that we can, as a group, help put an end to their existence.

Some of these systems know about captures and have made some changes. (So they say) In the future we will make these captures available as download files.

#### New Public Domain

You may notice a new writer this week's issue - Keith MacNutt. Keith has written articles for ST World, ST Informer and Puget Sound Atari News and will be reviewing Shareware/Public Domain software each week. "Welcome aboard!"

#### Pedestal Saga

It has been more than two weeks since Mr.Kenan packed his bags and returned to France. As yet I have not found any official release from Atari of why this occurred although speculations roam wild on the online services.

#### Mega STE

Yes there indeed is such an animal under developement but you can forget the standard Mega design, this one is in a TT style case and sports 16mhz.

#### Speed Cures

In amongst the online chatter the other night I happened into Dave Allen of fast Technologies. Dave, who designed the Turbo 16 and more recently the new "030" upgrade was telling me he is currently working on a 50mhz model and should know something solid by the end of next week. (Drool)

#### Join Z-Net

Bulletin Boards using the F-Net are cordially invited to join the Z-Net conference for the latest in information and discussions about Atari and Atari related products. Contact Node 593 crossnet conference number is 20448 and receive your weekly Z-Net through the conference.

#### PUBLIC DOMAIN UPDATE

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by Keith Macnutt

#### QUICK DIALER V1.0 by HAO NG0

Quick Dialer is a very powerful dialer shell that works on its own or can work in conjunction with DTERM. Quick dialer will dial your favourite BBS and upon connection you may run an external program or exit and have a choice between

- 1) loading QDIALER and automatically load DTERM upon connection.
- 2) load DTERM and load QDIALER whenever you wish to make another call.

Quick Dialer allows up to 100 numbers in each dial directory, with 10 showing at any one time. Beside each of the 10 numbers in the window is a F1 to F10 key, which when pressed will quick dial that number. To scroll down the list you use the up and down arrow keys. Using the space bar you are able to run an external program. Other features include:

- 1) loading of other saved dial directories (each directory can contain up to 99 numbers)
- 2) chain dial. This allows you to tag up to 5 numbers and dial one after the other. (Useful when you encounter busy boards. This program will skip over the busy number and proceed on to the next number in the list.
- 3) Configure dialer options such as bootup baud rate, dial prefix and delay between retries on busy numbers.
- 4) manual dial a number.
- 5) Organize the list of numbers by bbs number or name.
- 6) give each BBS listing a 20 letters to describe the board.

The above features are only some of the many that this program can do.

#### Positives

I found this program to be very easy to use. The menus are well layed out and much thought has gone into making the program powerful but at the same time instinctive in the use of one letter commands to carry out most of the features.

#### Negatives

The only Negative that I really could find is that sometimes my mouse would become inoperative in the menus. This did not happen all the time and with all the features. Some of the blame could be the fact that I ran the program on a STE, and I'm finding not all utilities are compatible with the operating system.

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